Project Planning Phase Project Planning (Product Backlog, Sprint Planning, Stories, Storypoints)

Date	31 OCT 2022			
Team ID	PNT2022TMID46440			
Project Name	Efficient Water Quality Analysis and Prediction using Machine Learning			
Maximum Marks	8 Marks			

Product Backlog, Sprint Schedule, and Estimation (4 Marks)

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint1	Data Collection	USN-1,2	Collecting/ downloading dataset for pre-processing.	12	High	Kalanithi M Giridharan N
Sprint1	Data Preprocessing	USN-1,2	formats the data and handles the missing data in the dataset.	8	Medium	Karthick Raja R Bhuvaneshwar S
Sprint2	Model Building	USN-1,2	Calculate the Water Quality Index (WQI)using specified formula for every parameter.	10	High	Kalanithi M Bhuvaneshwar S
Sprint2	Accessing datasets	USN-1,2	Splitting the data into training and testing dataset from the entire dataset.	10	High	Karthick Raja R Giridharan N
Sprint3	Training and Testing	USN-1,2	Training the model using Random Forest Regression algorithm and testing the performance of the model (accuracy rate)	20	High	Giridharan N Bhuvaneshwar S
Sprint4	Implementation of Web page and user login	USN-1,2	Implementing the web page for collecting the data from user	12	High	Kalanithi M Bhuvaneshwar S
Sprint4	Web application	USN-1,2	It will display the current information of the water quality.	8	Medium	Kalanithi M Karthick Raja R

Project Tracker, Velocity & Burndown Chart: (4 Marks)

Sprint	Total Story Points	Duration	Sprint Start Date	Sprint EndDate (Planned)	Story Points Completed (as on Planned End Date)	Sprint Release Date (Actual)
Sprint1	20	6 Days	24 Oct 2022	29 Oct 2022	20	29 Oct 2022
Sprint2	20	6 Days	31 Oct 2022	05 Nov 2022	20	05 Nov 2022
Sprint3	20	6 Days	07 Nov 2022	12 Nov 2022	20	12 Nov 2022
Sprint4	20	6 Days	14 Nov 2022	19 Nov 2022	20	19 Nov 2022

Velocity:

Imagine we have a 10 days sprint duration and the velocity of the team is 20 (points per sprint). Let's calculatethe team's average velocity AV per iteration unit.

Average Velocity:

Sprint 1 Average Velocity:

Average Velocity = 20/6 = 3.3

Sprint 2 Average Velocity:

Average Velocity = 20/6 = 3.3

Sprint 3 Average Velocity:

Average Velocity = 20/6 = 3.3

Sprint 4 Average Velocity:

Average Velocity = 20/6 = 3.3

Burndown Chart:

